Posted by jeremyc on Fri, 31 Aug 2007 21:54:33 GMT
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Hello, I can compile the HomeBudget app just fine. However, when I go to use the GridCtrl in my own app, it fails. This is the compiler output...

----- CtrlLib (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (1 / 14)
----- SqlCtrl (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (2 / 14)
----- plugin\sqlite3 (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (3 / 14)
----- GridCtrl (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (4 / 14)
----- CtrlCore (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (5 / 14)
----- RichText (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (6 / 14)
----- Draw (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (7 / 14)
----- plugin/bmp (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (8 / 14)
----- Core (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (9 / 14)
----- plugin\z (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (10 / 14)
----- plugin\png (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (11 / 14)
----- Sql (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (12 / 14)
----- Report (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (13 / 14)
----- InvMaster (GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32) (14 / 14)
main.cpp
In file included from C:/develop/upp/uppsrc/CtrlCore/lay.h:22,
                from C:\develop\MyApps\InvMaster\InvMaster.h:9,
                from C:\develop\MyApps\InvMaster\main.cpp:1:
C:/develop/MyApps/InvMaster/InvMaster.lay:2: error: `GridCtrl' does not name a type
C:/develop/MyApps/InvMaster/InvMaster.lay: In function `void InitLayout(Upp::Ctrl&, L&, D&,
InvMasterLayout__layid&) [with L = InvMaster, D = InvMaster]':
C:/develop/upp/uppsrc/CtrlCore/TopWindow.h:219:   instantiated from `void Upp::CtrlLayout(T&)
[with T = InvMaster]'
C:/develop/upp/uppsrc/CtrlCore/TopWindow.h:227:   instantiated from `void Upp::CtrlLayout(T&,
const char*) [with T = InvMaster]'
C:\develop\MyApps\InvMaster\main.cpp:7:   instantiated from here
C:/develop/MyApps/InvMaster/InvMaster.lay:2: error: 'class InvMaster' has no member named
'dv___0'
C:/develop/MyApps/InvMaster/InvMaster.lay:2: error: 'class InvMaster' has no member named
'dv___0'
InvMaster: 1 file(s) built in (0:04.51), 4515 msecs / file, duration = 4515 msecs

There were errors. (0:05.01)

As you can see, the GridCtrl is in the package. I am not sure where to go from here. As said, it works great in the Home Budget example.

Jeremy

Subject: Re: Missing GridCtrl?
Posted by waxblood on Sat, 01 Sep 2007 22:14:12 GMT
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It sounds like you should place the GridCtrl include before layout file include. Note you must do this also for your user-defined classes to be used in the layout editor, otherwise they will be signalled as unknown during compilation.

Presumably, in InvMain.h you should write something like this:

#include <CtrlLib/CtrlLib.h>
#include <GridCtrl/GridCtrl.h>

using namespace Upp;

#define LAYOUTFILE <InvMaster/InvMaster.lay>
#include <CtrlCore/lay.h>

David

Subject: Re: Missing GridCtrl?
Posted by jeremyc on Sat, 01 Sep 2007 22:41:20 GMT
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Quote:
It sounds like you should place the GridCtrl include before layout file include.

Oh! Duh. That was certianly it. Thanks for the fix. GridCtrl now works great.

Jeremy